DUALINK

# Aging Untouchable

*Magic Item*



Elden Ring Sote Edition

# Aging Untouchable

*Medium aberration, chaotic evil*

**Armor Class:** 16

**Hit Points:** 100 (13d8 + 42)

**Speed:** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 14 (+2) | 18 (+4) | 16 (+3) | 10 (+0) | 14 (+2) | 20 (+5) |

**Saving Throws:** Dex +8, Wis +6, Cha +9

**Skills:** Perception +6, Intimidation +9

**Damage Resistances:** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities:** psychic

**Condition Immunities:** frightened, charmed

**Senses:** darkvision 120 ft., passive Perception 16

**Languages:** understands Common, Deep Speech

**Challenge:** 8 (3,900 XP)

***Moment of Lucidity.*** The Aging Untouchable can only be meaningfully opposed through a rare break in perception called a Moment of Lucidity. A Moment of Lucidity can be triggered only by a player character using the Moment of Lucidity (Player Reaction) mechanic detailed at the end of this stat sheet.

***Invincibility.*** The Aging Untouchable cannot be affected by anything in any way. It cannot take damage, cannot be targeted, cannot be interacted with, cannot be moved, and cannot be affected by spells, features, conditions, or other effects of any kind.

This trait ends immediately when a player character successfully triggers a Moment of Lucidity (see the player-character mechanic at the end of this stat sheet).

***Madness (Condition).*** When a creature takes damage from a Madness source, it must succeed on a Madness saving throw or gain 1 Madness stack (maximum of 6 stacks; once per turn).

Madness save DC = 13 + the creature's current Madness stacks

Madness Stacks

1. Disadvantage on Insight and Investigation checks
2. Cannot take reactions
3. End of turn: Madness save or roll on the Insanity Table
4. End of turn: 2d6 psychic damage, and Madness save or roll on the Insanity Table
5. Start of turn: Madness save or roll on the Insanity Table; speed 0 this turn
6. Charmed by the Madness source; treat others as enemies. End of turn save; on a success, stacks drop to 3

A creature loses 1 Madness stack at the end of its turn if it took no fire damage that round.

Reducing Madness Stacks.

- Calm Emotions: −2 Madness stacks
- Greater Restoration: −3 Madness stacks
- Wish: removes all Madness stacks
- Action: DC 15 Wisdom (Insight or Religion) check to reduce Madness stacks by 1

Insanity Table (d8).

1. Drop prone; lose Action next turn

2. Move toward Madness source
3. Drop concentration
4. Attack nearest creature
5. Use random spell or feature on random target
6. Take 3d10 psychic damage
7. Disadvantage on all rolls until next turn
8. Short-Term Madness (1d10 minutes)

***Aura of Maddening Gaze.*** Creatures that start their turn within 20 feet of the Aging Untouchable and can see it must succeed on a DC 15 Wisdom saving throw or take 3d10 psychic damage and gain 1 Madness stack.

A creature may avert its gaze at the start of its turn, gaining advantage on the saving throw but being unable to see the Aging Untouchable until the start of its next turn.

***Unavoidable Presence.*** Opportunity attacks against the Aging Untouchable are made with disadvantage. Creatures with 3 or more Madness stacks automatically fail opportunity attacks against it.

***Shriek of Revelation.*** Creatures with 3 or more Madness stacks are always known to the Aging Untouchable while on the same plane of existence.

## Actions

***Multiattack.*** The Aging Untouchable makes two Claw attacks.

***Claw.*** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 2d6 + 5 slashing damage plus 3d6 psychic damage. The target must make a

Madness saving throw.

***Mind-Piercing Scream (Recharge 5–6).*** The Aging Untouchable emits a psychic shriek in a 30-foot radius. Each creature in the area must make a DC 17 Wisdom saving throw. On a failed save, a creature takes 6d8 psychic damage and gains 1 Madness stack. On a successful save, a creature takes half damage and gains no Madness stack.

## Player Character Mechanic

***Moment of Lucidity (Player Reaction).*** When targeted by a melee attack made by the Aging Untouchable, the creature may attempt a parry as a reaction. The attacker contests Strength (Athletics) or Dexterity (Acrobatics) against the Aging Untouchable's Charisma (Intimidation).

- Failure by 5 or more: The attack hits and deals an additional 2d10 psychic damage, and all creatures within 30 feet gain 2 Madness stacks.
- Failure: The attack hits and deals an additional 2d10 psychic damage.
- Success: The attack is negated, the Aging Untouchable takes 25 psychic damage, and its Aura of Maddening Gaze is suppressed until the end of its next turn.
- Success by 5 or more: The Aging Untouchable is stunned until the end of its next turn, and all creatures within 30 feet lose 2 Madness stacks.